

CHARACTER NAME: Mayat **CLASS:** Wizard **LEVEL:** 1 **EXPERIENCE POINTS** XP

AGE: 21 **SEX:** F **HEIGHT:** 5'4" **WEIGHT:** 115 lbs **HAIR:** Blue-Black **EYES:** Magenta **RACE:** Valefor

MORALITY: Glory **MORALITY POINTS:** **MOTIVATION 1:** Excitement **MOTIVATION 2:** Freedom

	Ability Score	Ability Mod		Maximum	Current	Injured Threshold	ARMOR CLASS 12	Temporary AC Bonus/Penalty	SAVING THROWS				
STR	8	-1	HIT POINTS	17		1	FLAT-FOOTED AC		Total Save	Save Rating	Ability Mod	Other Bonus	
DEX	14	+2	HIT RATING	+0	INITIATIVE	+4	AC vs CRITICAL		FORT	+1	= 0	+ C+1N	
CON	12	+1	MOVE SPEED	30	Initiative Rating +WISMod+DEXMod		TOUCH AC		REF	+2	= 0	+ D+2X	
INT	16	+3	SPECIAL ABILITIES & TRAITS: <u>Organized, Attractive</u> Valefor Traits: Unique Appearance, Demonic Heritage (Trickster +2 Acrobatics, Move Silently, Sleight of Hand, Tactician: +1 Initiative, Listen, Spot, Tactics)										
WIS	13	+1											
CHA	12	+1											
			Confidence						DOMINANT HAND: <u>Right</u>				
			 	VISION & SENSES: <u>Nocturnal Vision, Deepsight</u>			LANGUAGES: <u>Common, Infernal, Elven, Goblin, Draconic</u>						

Spell DC **SPELLS (SL)** **Prepared Spells & Notes** **TOUCH ATTACKS: RANGED** +3 **MELEE** +3

13 **SL** 0 (6 /DAY): Dancing Lights, Mage Hand, Message, Open/Close, Ghost Sound, Ray of Frost(P)
*Add +1 Save DC and +1 Attack Rolls for Primal (P) spells

14 **SL** 1 (2 /DAY): Burning Hands(P), Magic Missile(P)
*Add +1 Save DC and +1 Attack Rolls for Primal (P) spells

 SL (/DAY): _____

 SL (/DAY): _____

ARMOR & DEFENSES

ARMOR: None

Armor Rating: **ARvC:**

Armor Type: Simple / Light / Med / Heavy

Mobility Penalty Max DEX

Attack Penalty:

Damage Resistance:

Time to Don: Weight:

Armor Details: *Tattered (-1AC)*

OTHER DEFENSES	+ to AC
DEX Mod	+2
Shield Rating (SR)	
Natural Armor	
Active Parry Roll: 1d20 + <u> </u>	
Resistances:	
Fire Resist 5, Acid Resist 5	
Electric Resist 5	
Temporary Defenses:	

WEAPON: <u>Dagger</u>	Attack Bonus	Critical	Damage
Hand: <u>R / L</u>	+2	19-20/x2	1d4 [s/p]
Attack Action:			
Other Info: <u>Has a Focus Wand - adds +1 to Ranged Touch Attacks & Magic Touch Attacks</u>			

FEATS(F) & CLASS ABILITIES(CA)

Reading Skills	Scholarly
<small>-Can use scroll & spell on same turn, study in half time</small>	Literate
Spell Practice (Primal)	
<small>+1 Save DC & +1 Attack for Primal Spells</small>	

STORY NOTES & OTHER STUFF

Loves learning, primal magic, fire, and is very curious

Active Magical Effects:

Other Important Info:



Total Bonus	SKILLS:		Ability Mod	Bonus or Penalty	Bonus or Penalty	RANKS
5	Acrobatics	DEX	+2	2i	*	1
1 (2a*)	Bluff	CHA	+1			
-1	Climb	STR	-1		*	
8	Craft(Academia)	INT	+3	2i	2c	1
3	Craft(Alchemy)	INT	+3			
3	Craft(Blacksmith)	INT	+3			
3	Craft(Bow/Fletch)	INT	+3			
3	Craft(Fine Arts)	IN/DX	+3		*	
3	Craft(Jeweler)	IN/DX	+3		*	
3	Craft(Magic Item)	INT	+3			
3	Craft(Mechanisms)	IN/DX	+3		*	
3	Craft(Stonework)	INT	+3			
3	Craft(Tailor)	INT	+3			
3	Craft(Woodwork)	INT	+3			
2 (3a*)	Diplomacy	CHA	+1			1
2	Handle Animal	WIS	+1			1
3	Heal	INT	+3			
4	Hide	IN/WI	+3			1
3 (4a*)	Intimidate	CH/ST	+1			2
-1	Jump & Sprint	STR	-1		*	
6	Knowledge(Arcana)	INT	+3			3
4	Knowledge(Civilization)	INT	+3			1
3	Knowledge(Dungeon)	INT	+3			1
4	Knowledge(Nature)	INT	+3			1
4	Knowledge(Planes)	INT	+3			1
4	Knowledge(Religion)	INT	+3			1
6	Linguistics	INT	+3	2i		1
3	Listen	WIS	+1	1i		1
4	Move Silently	DEX	+2	2i	*	0
1	Perform(Comedy/Story)	CHA	+1			
2	Perform(Dance/Motion)	DEX	+2		*	
1	Perform(Music-Aerobic)	CHA	+1			
1	Perform(Music-Manual)	CHA	+1			
1	Perform(Song/Poetry)	CHA	+1			
3	Perseverance	CO/WI	+1		*	2
2	Ride	DEX	+2		*	
3	Seafaring	INT	+3			
2	Sense Motive	WIS	+1			1
4	Sleight of Hand	DEX	+2	2i	*	0
3	Spot	WIS	+1	1i		1
1	Survival	WIS	+1			
-1	Swim	STR	-1		*	
4	Tactics	INT	+3	1i		0
1	Under Cover	CHA	+1			
-1	Wrestling	STR	-1		*	0
	a* = Attractive					
TOTAL SKILL RANKS =						(8+3/iv)+10 = 21

* indicates Physical Skills affected by your Mobility Penalty

NOTES: Spells in Mayat's Spellbook:

SL0: Acid Drop, Arcane Mark, Dancing Lights, Detect Magic-Lesser, Ghost Sound, Light, Mage Hand, Mend,

Message, Mind Fog-Lesser, Open/Close, Pain Touch, Prestidigitation, Ray of Frost(P), Resistance-Lesser, Spark(P)

SL1: Burning Hands(P), Cause Fear, Conjure Brute, Color Spray(P), Identify, Mage Armor, Magic Missile(P), Unseen Servant

BACKPACK	Pack Weight:	Gear Weight
Type: Standard	Penalty: -1	
Torch		1
1 Day Rations		1
Craft Kit (Academia)		6
-		
-		
-		
-		
-		
5gp Academia CraComs		1
10 Bandages		1

BACKPACK: TIE-ON	Gear Weight
Top: Pup Tent	12
Bottom: Bed Roll	5
Left:	
Right:	
Back: Mess Kit	2

WATERSKIN	Weight
Days of Water: 1	0*

LEFT SIDE SWEATH/QUIVER	Weight
Dagger	1

LEFT BOOT SWEATH	Weight

Equip Slot	EQUIPPED GEAR	Gear Weight
HEAD		
FACE/EYES		
NECK		
TORSO-UNDER	Purple Dress	0
TORSO-OVER	Robe (Purple, Gold Trim, reversible)	2
WAIST	Belt	0
SHOULDERS		
ARM/WRIST		
HANDS		
RING 1		
RING 2		
LEGS		
FEET	No Shoes (Hooves)	
ACCESSORY		

BACK SWEATH or Bandolier	Weight
Focus Wand	0*

BACK SWEATH or Bandolier	Weight
(SCROLL CASE) Map [Local]	/
Scroll of Identify (SL1)	/
Scroll of Conjure Brute (SL1)	/
x2 Scroll of Mage Armor (SL1)	/

BELT POUCH	Weight
50 Gold Pieces	1

BELT POUCH	Weight
Potion of Healing (SL1: 1d8+1, min 5)	0*

BELT POUCH	Weight

RIGHT SIDE SWEATH/QUIVER	Weight
BOOK SHEATH	/
Spellbook	3

RIGHT BOOT SWEATH	Weight

TOTAL GEAR WEIGHT		
With Backpack:	40	
Without Backpack:	8	
CARRYING CAPACITY & Encumbrance		
Light:	30	Mobility Penalty
Moderate:	60	-3
Heavy:	90	-6
TOTAL MOBILITY PENALTY (*)		
With Backpack:	-4	
Without Backpack:	0	

GOLD/MONEY
50gp

LEVEL: 1
CLASS: Wizard
Mayat
CHARACTER NAME:

MAYAT

LFG Wizard Icon – Level 1 Valefor Wizard



This character sheet depicts the level 1 version of Mayat, just as she learned the fundamentals of primal magic, before setting off on her most epic adventures!

Mayat (Level 1 / 7 HP / Medium)
Creature Type: Outsider (Demon)
Class: Wizard
Morality: Glory (Excitement & Freedom)
Character Level: 1
Hit Points: 7 HP ([4+1con/lvl] +2), <i>Injured: 1</i>
Ability Scores: STR 8 / DEX 14 / CON 12 INT 16 / WIS 13 / CHA 12 *1 Confidence Token
Vision & Senses: Nocturnal Vision, Deepsight
Move: 30
Size/Space/Reach: Medium / 1 hex / 5'
Initiative: 0+2dex+1wis+1i = +4
Armor Class (AC): 12 (10+2dex) FFAC: 10 - Touch AC: 12 - ACvsCrit: 12
AC16 with Mage Armor (Mage Armor FFAC14, TouchAC12, ACvC16)
Saves: FORT: +1 (0+1con) REF: +2 (0+2dex) WILL: +4 (2+1wis+1i)
Resistance: Acid 5, Fire 5, Electric 5
Hit Rating (HR): +0
Attacks: 0+2dex = +2 Dagger: +2 / 19-20 / x2 / 1d4 [s/p]
Focus Wand: +3 - Magic Ranged Touch Attacks
Skills: 21 Ranks ([8+3int/lvl] +10)
Feats (1+1*): Reading Skills, Spell Practice(Primal)*
Weapon/Armor Prof: Simple
Equipment: 150gp (See below)
Languages: Common, Infernal, Elven, Goblin, Draconic
Special Traits: Tactician, Trickster, Unique Appearance, Scholarly, Literate, School Specialization(Primal)

FEATS – Summary:

Spell Practice (Primal): Add +1 Innate Bonus to Save DC & Attack Rolls for Primal spells/SLA. *Fortunate* on Knowledge checks to identify or learn spells from this school. Add +1 Primal spell SL1 to Spellbook.

Reading Skills: You gain a +2 Innate Bonus to *Linguistics & Craft(Academia)*. You can read and write every language you can speak & can do so twice as fast as normal.

-You may make a *Craft(Academia)* check DC25 to read any language, even a dead language, and get the basic message. Reading a single page in this manner takes 1 minute.

-You are *Fortunate* on any check to activate or read a Spell Scroll or magic writing and can never suffer a scroll mishap.

-You may use a Spell Scroll of SL0-SL3 on the same turn that you cast one of your own spells.

-You require half the normal time to study your spellbook & you may add +1 additional spell to your spellbook at level 1 and each time you gain a level. You gain +1 daily SL0 Spell Slot.

Special Abilities - Summary:

Attractive (Trait): +1 Attractive Bonus to all Social Skills (CHA based skill checks), only when applicable.

Organized (Trait): You can keep 25% more information in a spell-book or recipe book. Pouches & backpacks gain +1 Storage Slot. You can grab equipment from inside a worn backpack with a Big Action. You like to keep track of things, & don't like a mess.

Unique Appearance (Valefor – Trait): You are easy to remember or identify. Anyone trying to notice or remember you based on appearance gains a +2 Innate Bonus on their checks. (*Hooves, Horns, Blue Skin, Blue-Black Hair, Glowing Magenta Eyes*)

-Trickster: +1 DEX, +1 INT, -1 STR. You gain a +2 Innate Bonus to *Acrobatics, Move Silently, Sleight of Hand*

-Tactician: +1 INT. You gain a +1 Innate Bonus to Initiative, *Listen, Spot, & Tactics*.

-Your ears are pointed & your magenta eyes have a dim glow and no visible pupils.

Wizard Class Abilities:

School Specialization (Primal): You gain Bonus Feat: *Spell Practice(Primal)*. Whenever you take a Short Rest, you may trade out any of your unused prepared spells and replace them with spells from your specialist School.

Scholarly (Ex): You gain a +2 Class Bonus to *Craft(Academia)*. You must spend at least 2 Skill Ranks per Wizard Level on Knowledge Skills. (You may place 1 rank in 2 Knowledge Skills, or 2 Ranks in 1 Knowledge Skill)

Literate: Must place at least 1 Rank in *Craft(Academia)* at Lvl 1. You may read & write all languages you can speak.

Mayat - LFG Wizard Icon - Level 1 Valefor Wizard



Skills: $(8+3\text{int})/\text{lvl} + 10 = 21$ Ranks

Acrobatics: $1r+2\text{dex}+2i = +5$	Know(Arcana): $3r+3\text{int} = +6$	Move Silent: $0r+2\text{dex}+2i = +4$
Craft(Academia): $1r+3\text{int}+2c+2i = +8$	Know(Civilization): $1r+3\text{int} = +4$	Perseverance: $2r+1\text{con} = +3$
Diplomacy: $1r+1\text{cha} = +2 (+3a^*)$	Know(Dungeons): $1r+3\text{int} = +4$	Sense Motive: $1r+1\text{wis} = +2$
Handle Animal: $1r+1\text{wis} = +2$	Know(Nature): $1r+3\text{int} = +4$	Sleight of Hand: $0r+2\text{dex}+2i = +4$
Hide: $1r+2\text{int}+2i = +5$	Know(Planes): $1r+3\text{int} = +4$	Spot: $1r+1\text{wis}+1i = +3$
Intimidate: $2r+1\text{cha} = +3 (+4a^*)$	Know(Religion): $1r+3\text{int} = +4$	Tactics: $0r+3\text{int}+1i = +4$
	Linguistics: $1r+3\text{int}+2i = +6$	Wrestling: $0r-1\text{str} = -1$
	Listen: $1r+1\text{wis}+1i = +3$	

+a = Total Skill Bonus with Attractive Bonus applied*

Mayat's regular "Adventuring Day" Spell List:

SLO (5+1/day – Save DC13):

Dancing Lights, Mage Hand, Message, Open/Close, Ghost Sound, Ray of Frost(P)

SL1 (2/day – Save DC14):

Burning Hands(P), Magic Missile(P)

-Note: +1 DC and +1 Attack Roll for all Primal (P) Spells from Spell Practice(Primal) Feat

Spells Available in Mayat's Spellbook:

SLO: (All SLO Arcane Spells)

Acid Drop, Arcane Mark, Dancing Lights, Detect Magic-Lesser, Ghost Sound, Light, Mage Hand, Mend, Message, Mind Fog-Lesser, Open/Close, Pain Touch, Prestidigitation, Ray of Frost(P), Resistance-Lesser, Spark(P)

SL1: $(3+[1/\text{INTMod}]+1)+1 = 8$ SL1 spells)

Burning Hands(P), Cause Fear, Conjure Brute, Color Spray(P), Identify, Mage Armor, Magic Missile(P), Unseen Servant *-Reminder: Spells from Primal School indicated with (P)*

MAYAT'S EQUIPMENT:

-Mayat has these Basic Clothes and Carrying Containers:

- Purple dress, Belt
- Backpack, 3 Belt Pouches, Bandolier, Side Sheath, Book Sheath, Scroll Case, Leg Sheath



Mayat's Carrying Capacity: Light = 30 lbs, Medium = 60 lbs, Heavy = 90 lbs

-Note that Mayat will be Encumbered (75% Move Speed, -3 Mobility Penalty, -1 AC, -1 Attack Rolls) while wearing her backpack. She usually leaves it in her room at the inn, in camp, or drops it before going into suspected combat areas. Better yet, she'll find a strong, helpful party member to carry her pack for her!

EQUIPMENT	Value (GP)	WEIGHT (lbs)	LOCATION
Robe - Reversible (Purple / Gold)	5	2	Worn on Torso-Over
Spellbook	N/A	3	In Book Sheath
Book Sheath	3	1	Takes one Side Sheath Location
Focus Wand	25	0*	Bandolier
Dagger	5	1	Side Sheath
50 Gold Pieces	50	1	Belt Pouch
Potion of Healing (SL1)	20	0*	Bandolier
Scroll Case	4	0*	Back Sheath
Map [Local] or [Large Scale]	5	0*	Scroll Case
Scroll of Identify (SL1)	10	0	Scroll Case
Scroll of Conjure Brute (SL1)	10	0	Scroll Case
Scroll of Mage Armor (SL1) x2	10(x2)	0	Scroll Case
Waterskin	2	0*	Belt Pouch Location
1 Day of Water	N/A	0*	In Waterskin
TOTAL GEAR WITHOUT BACKPACK		8 lbs	
Backpack (Rucksack)	5	0*	Backpack Carrying Location
Torch (x1)	N/A	1	Backpack
Mess Kit	3	2	Backpack Tie-On
10 Bandages	1	1	Backpack
1 Day Rations (x4)	0.5(x4)	1(x4)	Backpack
Bed Roll	2	5	Backpack Tie-On
Pup Tent	5	12	Backpack Tie-On
Craft Kit (Academia)	20	6	Backpack
5gp Worth Cheap Academia CraComs	5	1	Backpack
TOTAL BACKPACK		32 lbs	
TOTAL GEAR WITH BACKPACK		40 lbs	

To simplify record keeping, some items are listed as weight 0*. Equipped backpacks, pouches, sheaths, clothes, jewelry, a day of water, and up to 10 items of 0.5lbs or less may be treated as having an effective weight 0 lbs for determining carrying capacity and encumbrance. (Full details in Ch6.2d) (Each extra day of water is 4 lbs for a medium size creature)

Backpack (Rucksack): 2 lbs. High Capacity, traditional hiking/adventuring pack. 5 Tie-On Locations.
-Incurs -1 Attack Penalty & -1 Mobility Penalty while worn. Removed as a Little Action (AOO).



ABOUT MAYAT

Race: Valefor Age: 21 Height: 5'4" Weight: 115 lbs Skin: Blue Hair: Blue-Black Eyes: Magenta

Mayat was raised in a small temple complex on the outskirts of a grand desert kingdom during its golden age. She spent her youth tucked away in the stacks of the library, organizing scrolls, escaping into tales of myth and legend, and devouring every piece of arcane lore she could find. Captivated by the beauty and power of primal magic, she quickly mastered its foundations. The more she learned, the more her curiosity burned, and now she sets out to uncover the wonders of knowledge still waiting to be discovered.

Image by Daniel Brillat